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MIDWAY

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NFL BLITZ™

INSTRUCTION MANUAL





WARNING!

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THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772

This game is compatible with the Rumble Pak and Controller Pak accessories. Before using the accessories, please read the Rumble Pak and Controller Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Rumble Pak and Controller Pak accessories.

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TABLE OF CONTENTS

Getting Started	3
Control Stick Function	4
Controller	5
Default Controls	6
Main Menu	7
Play Editor	8 - 9
Season Play	10 - 11
Options	12 - 13
Entering a Name	14
Team Selection	15 - 16
On the Field	17
Play Selection	18
Time Out	19
Overtime	19
Stats	20
Special Controls	21 - 22
Tips & Rules	23 - 24
Your Records	25 - 26
Credits	27 - 28
Warranty	29 - 30

GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the appearance of the title and legal screens, you may continue at any time by pressing **START**.



3

CONTROLLER PAK MENU

Press and hold the **START Button** upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, press the **A Button** to move on.

REMEMBER

It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

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CONTROL STICK FUNCTION

The Nintendo 64 **Control Stick** uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional **Control Pad**.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.



If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.



To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

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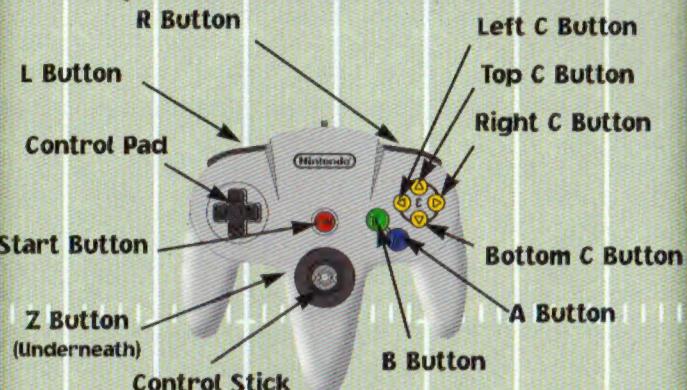
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CONTROLLER

Before you begin your game familiarize yourself with the Nintendo 64 controller.



MENU SELECTIONS

- Control Pad or Control Stick Up, Down, Left or Right to highlight or toggle options.
- Press the **A Button** to select options.
- Press the **B Button** to go back to a previous menu.

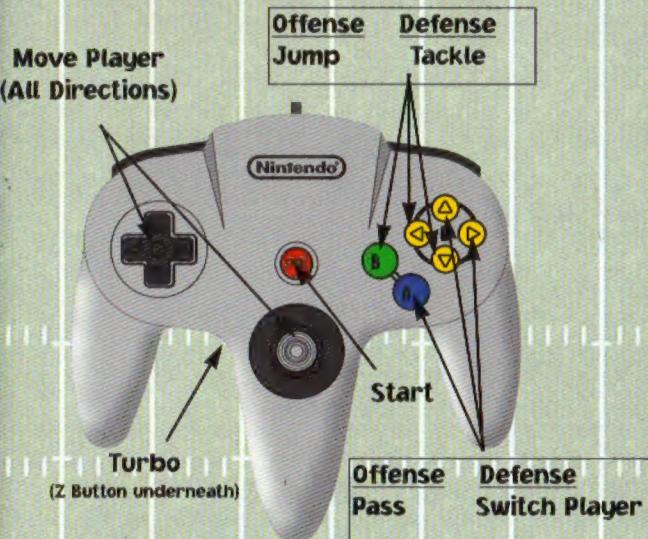
To Quit a game in progress, press **START** to pause the game. The Time Out Menu will appear. Select **Quit Game** or select **Resume Game** to return to your game.



02

DEFAULT CONTROLS

DEFAULT CONTROLLER CONFIGURATION



You can modify these default settings the way you want (see **Controller**, pg. 11, for more details).

SAVING DATA TO A CONTROLLER PAK

Following each Season game, you'll be prompted to save data to your Controller Pak. Select **Yes** to do so. You'll be prompted to select a **Record Slot** to save your data to. Select a slot, then press the **A Button**. Your season will be saved until the next time you play.

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MAIN MENU

ARCADE PLAY

Arcade game mode is like playing the arcade version of NFL Blitz. Players select a team and go at it.



SEASON PLAY

The Season game mode allows you to play through the 1998-99 NFL season to the Super Bowl (see *Season Play*, pg. 9-10). You must have a Controller Pak to play and save a season.

PLAY EDITOR

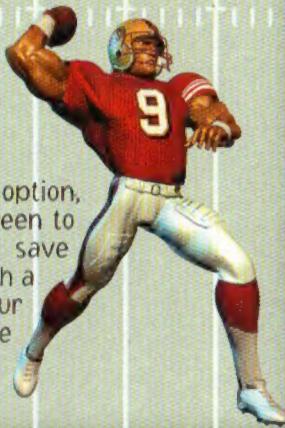
See next page.

OPTIONS

See page 12.

NOTE:

When you select your play option, you'll go to the Enter Name Screen to enter the initials you want to save your personal game data to. With a **Controller Pak** inserted in your controller, you can save personalized statistics to the High Score Table. See *Entering a Name*, pg. 13.



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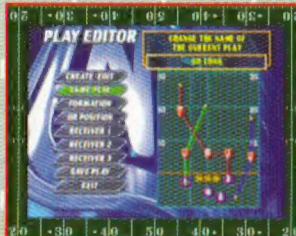
PLAY EDITOR

PLAY EDITOR

NFL Blitz includes this option which allows you to create your own plays. When you select this option you'll go to an Enter Name Screen to enter the name or initials you want to save your new plays to. When you're ready to play a game, just enter the same initials, and the new play(s) will be available in your playbook (next page).

Here's how to create your plays:

- 1 Select **Create/Edit** to view the available slots for your new play, then choose a slot.
- 2 Select **Name Play** to give it a name. Press the **Control Pad Up, Down, Left or Right** to select a character, then select **End** to accept the new name.
- 3 Select **Formation**. A Pop-up menu will appear with formation options. Select the formation you want.
- 4 Select **QB Position**. In the pop-up window, select the position you want your QB in. The formation displayed below will change as you select.



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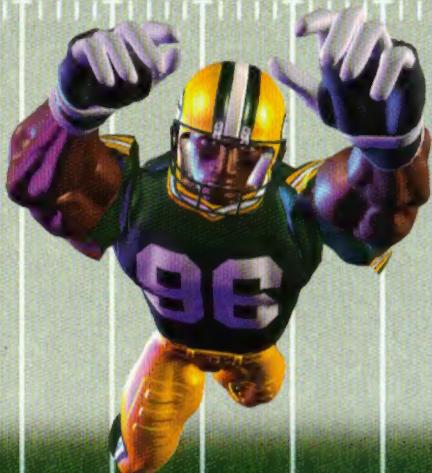
8

PLAY EDITOR

5 Select Receiver 1, 2 or 3 to set the positions and patterns you want them in. You can put them in traditional Receiver positions at the line of scrimmage or behind the QB in a Running Back position.

To set patterns, you'll first have to move your receiver into the position you want him to start, then press the A Button. Next, move your Control Pad or Control Stick to create his pattern. Press the A Button to view the options the receiver can make at that point. Select an option, then repeat the process until you've set the pattern you like.

When you're done editing plays, make sure to save them using the Save option. Select Exit to exit the Play Editor and return to the Main Menu.



09

SEASON PLAY

NEW SEASON

Create a new season and save it to your Controller Pak. You'll go to the Team Selection Screen (see Team Selection, pg. 14) to select the team you want to take to the Super Bowl. Only 1 player may play a season.

LOAD SEASON

If you've already created a new season and saved it to your Controller Pak, you can load that season using this option. The game will read your Controller Pak, then display the saved season note. Select the note to load your saved season.

PLAY WEEK (#)

This option will display the current week of your season. If your season has been created and you're ready to play a game select this option to begin playing.



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OPTIONS

GAME

Press the Control Pad Left or Right to make changes to the following game options:

DIFFICULTY

Select one of these difficulty settings: Easy, Medium or Hard.

QUARTER LENGTH

Change the length of the game's quarters. You can select 1, 2, 4 or 6 minute quarters.

HELP BOXES

Turn the Help Boxes that appear before and during the game ON or OFF.

PLAY TIMERS

Turn the play timers that appear as you select plays ON or OFF.

SAVE

Once you have your option and controller settings the way you want them, select this option to save them to your Controller Pak.

RESTORE

If you've saved your configuration to the Controller Pak, you can load the settings and quickly return your controls and game options to your previous settings.



02

ENTERING A NAME

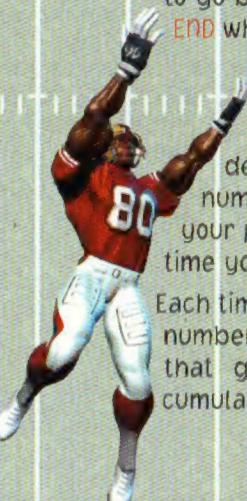
After you've selected a game mode, you'll be offered an opportunity to enter your name, so you can save your records to your Controller Pak.

To enter your name, press the Control Pad Up, Down, Left or Right to highlight a character, then press the A Button to select it. Repeat the process to select the letters of your choice. Select SPC to add a space between letters, select DEL

to go back and fix mistakes. Select END when you're finished.



The Enter Pin screen appears after you've entered your name. Use the same method described above to enter a pin number. Make sure you remember your pin, so you can enter it the next time you want to play.



Each time you enter your name and pin number before a game, new stats for that game will be added to your cumulative stats.

14

TEAM SELECTION



Before you can begin destroying your opponent, you'll need to select a team. At the Team Selection Screen, press the **Control Pad Up** or **Down** to select a team, then press the **A Button** to select.

As you scroll through the teams, power ratings appear below the team window, displaying the strengths and weaknesses of the highlighted team.

After you select a team, you'll go to the Pre-Game Screen. To select a random team, hold the **Control Pad Left** then press the **Turbo Button**.

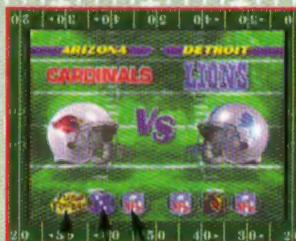


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TEAM SELECTION

ENTERING CODES

After you've selected your teams, the Pre-Game Screen appears with icons at the bottom of the screen. Use the three action buttons to cycle the icons and enter codes, then press the **Control Pad** in any direction. You won't have long to enter the codes, so concentrate and get them right.



P1 P2 P3

Position 1 is controlled pressing the **Turbo Button**, position 2 with **Jump/Tackle** and position 3 with **Pass/Change Player**.

NOTE:

You can find codes in strategy guides, magazines, the internet or with a little experimenting on your part.

- 1 0 - 2 0

- 3 0

- 4 0

5 0

4 0 -

3 0 -

2 0 -

1 0 -

ON THE FIELD

The screenshot shows a top-down view of a football field during a game. The scoreboard at the top displays "Time & Score" and "Player 2 (Red)" with a score of 0-0. The field has yard lines from 0 to 20. On the left, "Player 1 (Blue)" is shown with a blue bar above their head. On the right, "Player 2 (Red)" is shown with a red bar above their head. Arrows point from the text labels to the corresponding bars. Below the field, a horizontal bar graph labeled "Turbo Gauges" shows the current turbo levels for both players: Blue P1 is at 2.0 and Red P2 is at 2.0.

17

TIME & SCORE

Keep an eye on the time in the game. It's easy to get caught up in the game and not pay attention. Since Player 2 always gets the kickoff following halftime, it's important to score before the half if you're Player 1.

POSSESSION MARKERS

It's quite simple. Player 1 is blue, and Player 2 is red.

TURBO GAUGES

As you use up your Turbo, the gauges diminish. The sooner you let go of the Turbo Button, the sooner it will regenerate. Don't hold down the button when you're out of Turbo.

-1|0 -2|0 -3|0 -4|0 50

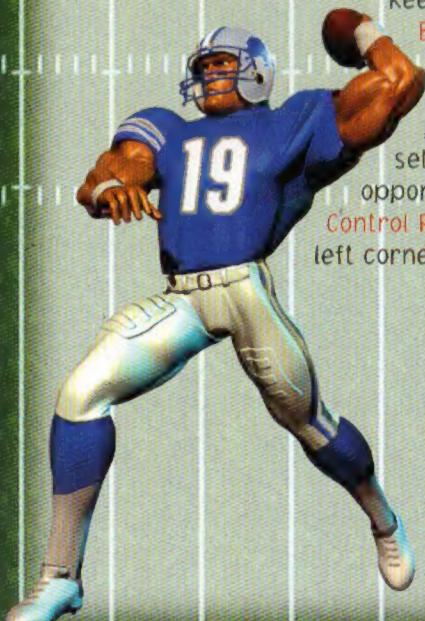
PLAY SELECTION

To select plays during your game, press the Control Pad Up, Down, Left or Right to highlight a play, then press the Pass Button to select it.

On offense, press the **Turbo Button** to view more plays. If you created plays using the Play Editor:



keep pressing the **Turbo Button** until they are displayed. Press the **Jump Button** to flip a play. To hide your play selection from your opponent, quickly press the **Control Pad Up** twice in the top left corner of any page.



18

TIME OUT

Press the Start Button at anytime during the game to view the Time Out Options. Select Resume Game to continue playing.

OPTIONS

See Options, pg. 11-12, for details.



QUIT GAME

To quit a game in progress, select this option, then select Yes.

OVERTIME

If your game is tied following regulation time, you'll go into overtime. In Arcade mode, you'll play up to 3 overtimes. If a winner isn't determined after 3 overtime quarters, you will finish tied.

In Season mode, you'll both be given a loss when tied following 3 overtimes.



STATS

- Stats are displayed during Halftime and following the game. Compare your stats with your opponents to find where you need improvement.



If you entered a name at the Enter Name Screen (see pg. 13), your name will automatically appear on the High Score Table if you placed high enough in the rankings. You must play at least 3 games to be eligible for a ranking.



SPECIAL CONTROLS

BEFORE SNAP:

Show player names Turbo
Move man in motion Control Pad Left or Right before snap
Man in motion into blocker Jump + Pass
Hike ball Jump or Pass

BEHIND THE LINE OF SCRIMMAGE:

Pass the Ball Control Pad toward receiver + Pass
Hurdle Jump
High hurdle Turbo + Jump
Turbo run Hold Turbo
Spin move Press Turbo twice
Jump pass Turbo + Jump + Pass
Fast pass Turbo + Pass
Dive forward Turbo + Press Jump twice

21



- 10 - 20 - 30 - 40

50 40 30 20 10

SPECIAL CONTROLS

OVER THE LINE OF SCRIMMAGE:

Lateral back Control Pad back to player + Pass
Stiff arm Turbo + Pass
Hurdle Jump
High hurdle Turbo + Jump
Turbo run Turbo
Spin move Press Turbo twice

DEFENSE

Tackle Run into ball carrier
Dive tackle Jump
Change player Press
Turbo run Turbo
Intercept/swat Jump
Push Turbo + Pass
Power tackle Turbo + Jump

OTHER:

Onside kick Control Pad Up + Turbo + Jump + Pass
Hide play cursor Control Pad Up twice on upper
left play on select screen

22



- 10 - 20 - 30 - 40

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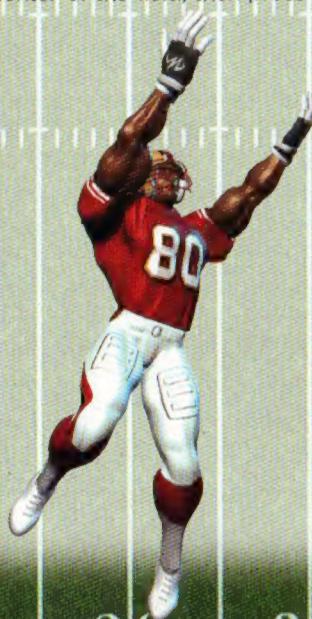
TIPS & RULES

RULES:

- To make a first down, you must gain 30 yards.
- The clock stops between each play.
- Long Field Goals and Punting may be attempted.
- Pass Interference is allowed and encouraged.
- No Rules! No Refs! No Mercy!

HOW TO PASS:

- Push **Control Pad Left** to highlight the receiver the furthest left on the field, then press the **Pass Button**.
- Push **Control Pad Right** to highlight the receiver the furthest right on the field, then press the **Pass Button**.
- Push **Control Pad Up/Down** to highlight the receiver the in the center of the field, then press the **Pass Button**.



23

- 10 - 20 - 30 - 40 50 40 - 30 - 20 - 10 -

TIPS & RULES

GENERAL HINTS:

- Wait for a receiver to get open before passing to him.
- On Defense, use the **Change Player Button**, then press the **Tackle Button** to knock down the receiver just as he catches the ball to cause a bobble.
- Press **Change Player Button** to Control Nearest Defender
- Hold the **Turbo Button** to run faster up field
- **QB Jump Pass** - Run away from blitzing defenders, then press **Turbo + Jump**. While you're in the air, choose a receiver and press the **Pass Button**. You'll avoid QB sacks with this tactic.
- **Turbo Button Usage** - Use the **Turbo Button** to make your player run faster, jump higher and hit harder. Hard hits will cause the ball carrier to fumble more often. Use your turbo wisely.
- **Spin Move** - Quickly tap the **Turbo Button** to perform a spin move. Spin moves cause defenders to miss tackles. Of course, you must have some Turbo available to perform this move.
- **Stiff Arm** - While carrying the ball beyond the line of scrimmage, hold down **Turbo** then press the **Pass Button**. This will knock down a would be tackler.



24

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YOUR RECORDS

PLAYER 1

PLAYER 2

Name _____

Name _____

WINS - LOSSES

WINS - LOSSES

10

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YOUR RECORDS

PLAYER 1

PLAYER 2

Name _____

Name _____

WINS - LOSSES

WINS - LOSSES

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26

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Mike Lynch, Jim Gentile, Dan Forden
& Mark Guidarelli

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& Eddie Ferrier

**DEDICATED TO
THE MEMORY OF
FRANK DIVITA & ART TIANIS
THEY FOUGHT THE GOOD FIGHT.**

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CREDITS

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28

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